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To: all@peabody
Subject: release process (IMPORTANT!)
Status: R

Neil & I have hashed out how the release process will work, including where source files for roms are kept, how they work with version control, how internal test releases are generated, and how external (qa'ed) releases are made by stan & company. The following written document describes the amiga: file structure and the individual Makefile entry requirements. We will be providing a template Makefile for general use at a later time.

Make any comments you want considered for incorporation into this document via a mail reply. If you want to be actively involved in writing the template Makefile, reviewing comments and editing the final version of this document, etc., indicate so in your reply. Thanks.

The directory structure in /usr/commodore/amiga/Vnn/ is

external/	- released to the outside world
include/	- public include files
exec/	- executive structures, macros, types, functions
gfx/	- graphics structures, macros, functions
devices/	- device structures, commands, error codes, ...
hardware/	- chip, 6526, billboard, ... descriptions
intuition/	- intuition structures
libraries/	- other libraries (math, utility, ...)
resources/	- resource functions (cia, disk, ...)
lib/	- link libraries for sun, intermetrics
roms/	- rom images
internal/	- ready to be released
include/	- LIKE external/include but not yet externally released
lib/	- LIKE external/lib but not yet externally released
roms/	- LIKE external/roms but only for internal use
exec/, gfx/, disk/, math/, gels/, ...	- source directories to hold the source and private include files to be used to generate the roms.

The internal source directories hold the latest files ready to be released, i.e. ready to be checked in to the RCS subdirectory in the directory on amiga: and named with the external release identifier (e.g. 234). They are put on to amiga: via a make internal performed by the code developer, and checked in via a make external performed by QA.

The Makefiles in each code subdirectory in both node:~user/.../* and amiga:/usr/commodore/amiga/Vnn/internal/* contain the following entry points:

all (first entry in makefile, run on either node: or amiga:)
- makes .ab or .out from all source files

- since this can be run on either node:~user or amiga:, all file references in the make file and the source files must be relative references (perhaps via symbolic links on node:), e.g.
../include/gfx/graph.h
- external, takes the argument RELEASE=nnn (run on amiga: by stan)
 - cp's all files in /usr/commodore/amiga/Vnn/internal/include/ to /usr/commodore/amiga/Vnn/external/include/, checks them in, and names them via rcs with the external release identifier supplied
 - cp's all files in ../internal/lib to ../external/lib as above
 - runs "make all" on amiga: (see restriction about relative file references above) for each /usr/commodore/amiga/Vnn/internal/*/Makefile
 - cp's all resulting .ab or .out files to /usr/commodore/amiga/Vnn/external/roms and versionates them
 - updates the /usr/commodore/amiga/Vnn/external/roms/Makefile to refer to the new version/external
- internal (run on node:~user by user)
 - ensures all source files, include files, library files, and Makefile are checked in
 - ties private release number as symbolic name to all files
 - rcp's source files, include files, library files, and Makefile to /usr/commodore/amiga/Vnn/internal/*
 - rcp's .ab or .out file to /usr/commodore/amiga/Vnn/internal/roms with the private release number as a suffix to the name prefix (e.g. exec382.ab)
 - updates the /usr/commodore/amiga/Vnn/internal/roms/Makefile to refer to the new private release number
- depend (run anywhere)
 - modify the Makefile itself to generate dependencies for all source files
- print (run anywhere)
 - print listings for the directory, including any header, document, and map files

The Makefiles in /usr/commodore/amiga/Vnn/*/lib contain the following entry point

- all (first entry in makefile)
 - makes .ol and .o files for each library source file
 - since this can be run in either internal (by us) or external (by outside developers), all file references in the make file and the library source files must be either to files in the ../lib/ directory or the ../include/ directory, not any internal source directories (e.g. not ../internal/gfx/gfx_functions.i).
 - makes amiga.lib and amiga.a files from all .ol and .o files

The Makefiles in /usr/commodore/amiga/Vnn/*/roms contain the following entry point

- all (first entry in makefile)
 - makes .hex file from .ab or .out file for each compilation unit
 - makes .odd and .even files for rom0, rom1, rom2, and rom3

Not yet clearly defined are the directories that hold test and demo programs. They will probably work like the lib/ directories, but may have subdirectories.

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This will all take place before the external release of "Version 24".

**brought to you by
andy finkel**